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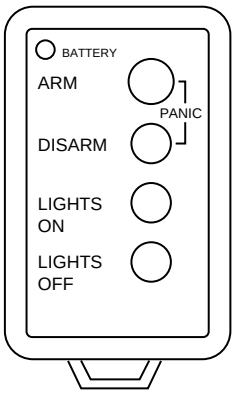
Key Chain Remote Model KR10A Set Up and Operating Instructions

Installation

1. Install two AAA alkaline batteries in the battery compartment on the back of the KR10A Remote.
2. Press **ARM** on the KR10A. Its red indicator light blinks twice.
3. Set the **INSTALL/RUN** switch on the Console to **INSTALL.**
4. Press **ARM** on the KR10A. The Console beeps.
5. Set the Console's slide switch back to **RUN1** or **RUN2**.

To set up additional Key Chain Remotes (up to 16), repeat above steps.



Note: If you do not hear a beep in step 4 above, remove the batteries and then hold down the **ARM** button for 3 seconds. Refit the batteries and press **ARM** again. The LED indicator will flash twice. You can now repeat steps 3, 4, and 5. You can install any combination of Remote Control types for a total of up to sixteen Remote Controls. For example, you can install eight Key Chain Remotes and eight Security/Home Automation Remotes (SH624) or any other combination for a total of sixteen.

Operation

Note: The Key Chain Remote Control *always* arms the Console in the **INSTANT** mode.

1. Set the Console's INSTALL/RUN switch to RUN1 or RUN2.
2. Press **ARM**. The Console beeps and the **ARMED** indicator turns on.

If you now open a door or window, the alarm instantly trips, the siren sounds, lights connected to Lamp Modules and Wall Switch Modules (set to the same Housecode as the Console) flash on and off, and the dialer dials out.

3. Press **DISARM** to stop the siren. Lights connected to X10 Modules remain on.
4. Press **LIGHTS OFF** on the KR10A to turn off lights connected to X10 Modules set to the same Housecode and Unit Code as the Console.
5. Press **LIGHTS ON** on the KR10A to turn on lights connected to X10 Modules set to the same Housecode and Unit Code as the Console
6. Press **ARM** and **DISARM** at the same time on the KR10A to trip the Panic Alarm.

Replacing batteries

Slide the battery compartment cover off and replace the batteries with two AAA alkaline batteries. After replacing the batteries, the following steps are necessary to determine that the Console still recognizes the remote control.

1. Place the Console's slide switch to **RUN1** or **RUN2.**
2. Press **ARM** on the KR10A. If the system arms, the Console recognized the KR10A and no further action is necessary.

If the Console did not arm:

1. Place the slide switch to **INSTALL**.
2. Press **ARM** on the KR10A. The red indicator light flashes once, and Remote Control transmits a random code to the console. The Console acknowledges this with a beep and logs in the KR10A.

F.C.C. CAUTION - THIS DEVICE COMPLIES WITH PART 15 OF THE FCC RULES. OPERATION IS SUBJECT TO THE FOLLOWING TWO CONDITIONS: (1) THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE, AND (2) THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRED OPERATION.
NOTE: NO CHANGES OR MODIFICATIONS MAY BE MADE TO THE UNITS. ANY CHANGES MADE TO THE UNITS WILL VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.

LIMITED 1-YEAR WARRANTY
Please visit www.x10.com/warranty
to complete your on-line warranty registration. Thank you.

For help or more information on setup, please visit:
www.x10.com/support